



Maths Medium Term Plan -Spring 1 2021

<u>Week & number focus</u>	<u>Objectives</u>	Activities
Wk1&2- 6 Wk 3&4- 7 Wk 5&6- 8	 Recognises numbers 1-8 Subitises to 5 Represents numbers in different ways Counts 1-1 to 8 Orders numbers 0-8 Matches quantities to numerals Forms numbers 1-8 correctly Finds 1 more/less than a number up to 10. Sorts objects into groups Compares groups of objects using language of more and fewer. Finds the total number of items in two groups by counting all of them. Begins to use the vocabulary involved in adding and subtracting including counting on and back. 1 staff member in provision to support- try to link to LO 1 staff focused task over 2 days (in or out- dependent on task) 	 Cycle 1 Introduce number of the week- show in different forms (as a numeral, word, fingers, objects, 10s frame, non-visual, on a numberline, dice, actions) Mon/TuesSorting into groups- link to different representations and subitising. Compare groups using language of more and fewer. (wk3 RC) -Ordering numbers and matching quantities to numerals. (wk1&5 RC) Wed- Number formation focus- Carousel of activities (glitter, cubes, gel bags, whiteboards, paint and cotton buds) Thurs/Fri- 1 more/less using a range of objects. Cycle 2 Mon/Tues (In/Out)- Addition using Numicon/PPW/10s frame Wed- Number formation focus- Carousel of activities (chalk, glitter, playdough, gel bags, whiteboards) Thurs/Fri (in/out)- Subtraction using objects/number line/10s frame, Numicon

Shape, Space & measure links		
Wk 1 & 2	 I can identify money and I can start to use money in my play. I can experiment with length and use my findings to order and group items. 	 Buying bus tickets with 1p and 2p coins Sorting coins into groups and comparing the groups. Adding and subtracting with coins.
Wk 3 & 4	• Begins to use mathematical names for 'solid' 3D shapes and 'flat' 2D shapes, and mathematical terms to describe shapes.	 Sorting different shapes- which group has more/fewer- discuss properties. Shape pictures.
Wk 5 & 6	 I can identify money and I can start to use money in my play. I can experiment with length and use my findings to order and group items. 	 Putting a given amount of money in a lucky wallet (1p & 2p) Ordering animals of different lengths.